

DHANHKS

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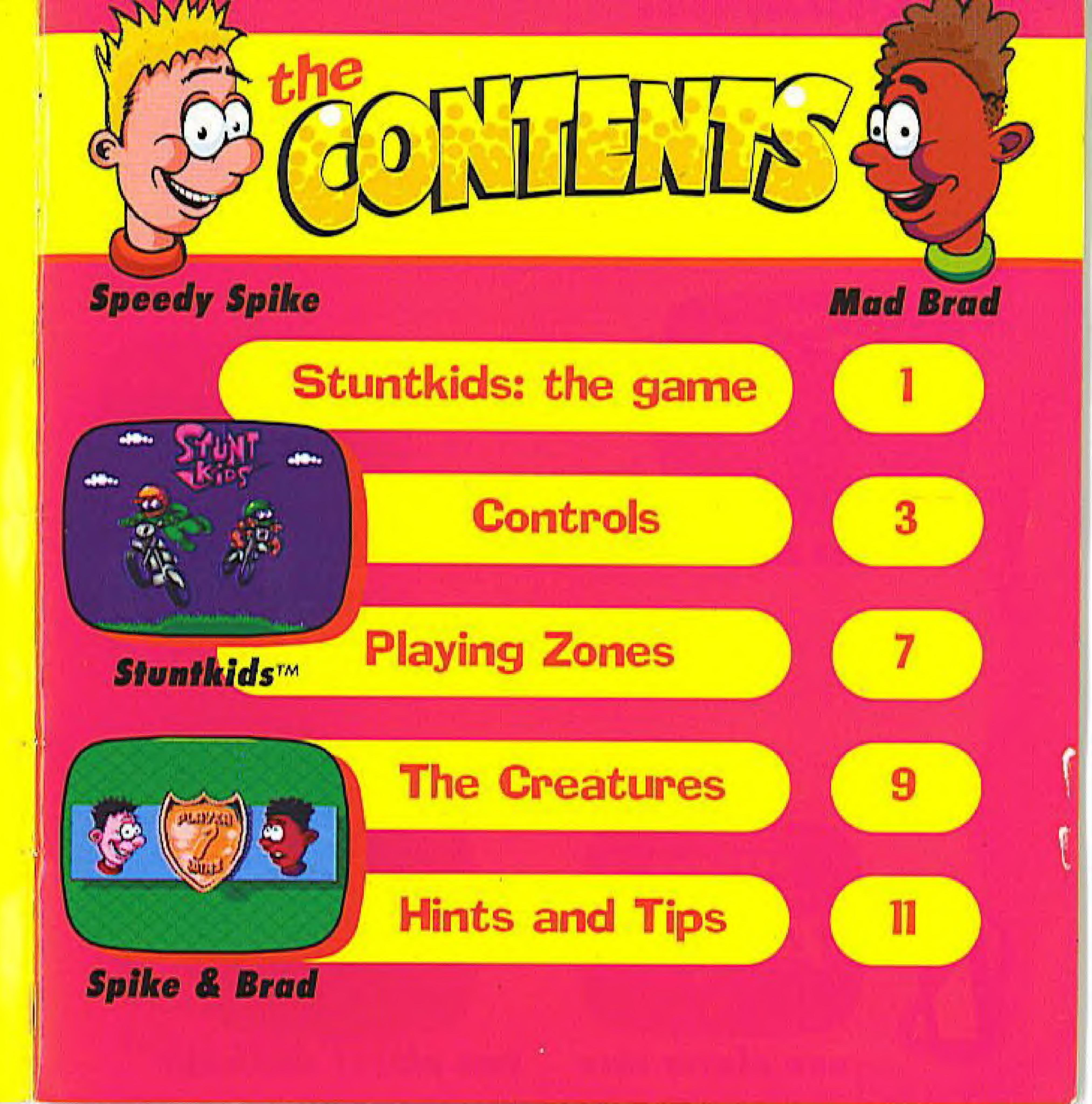
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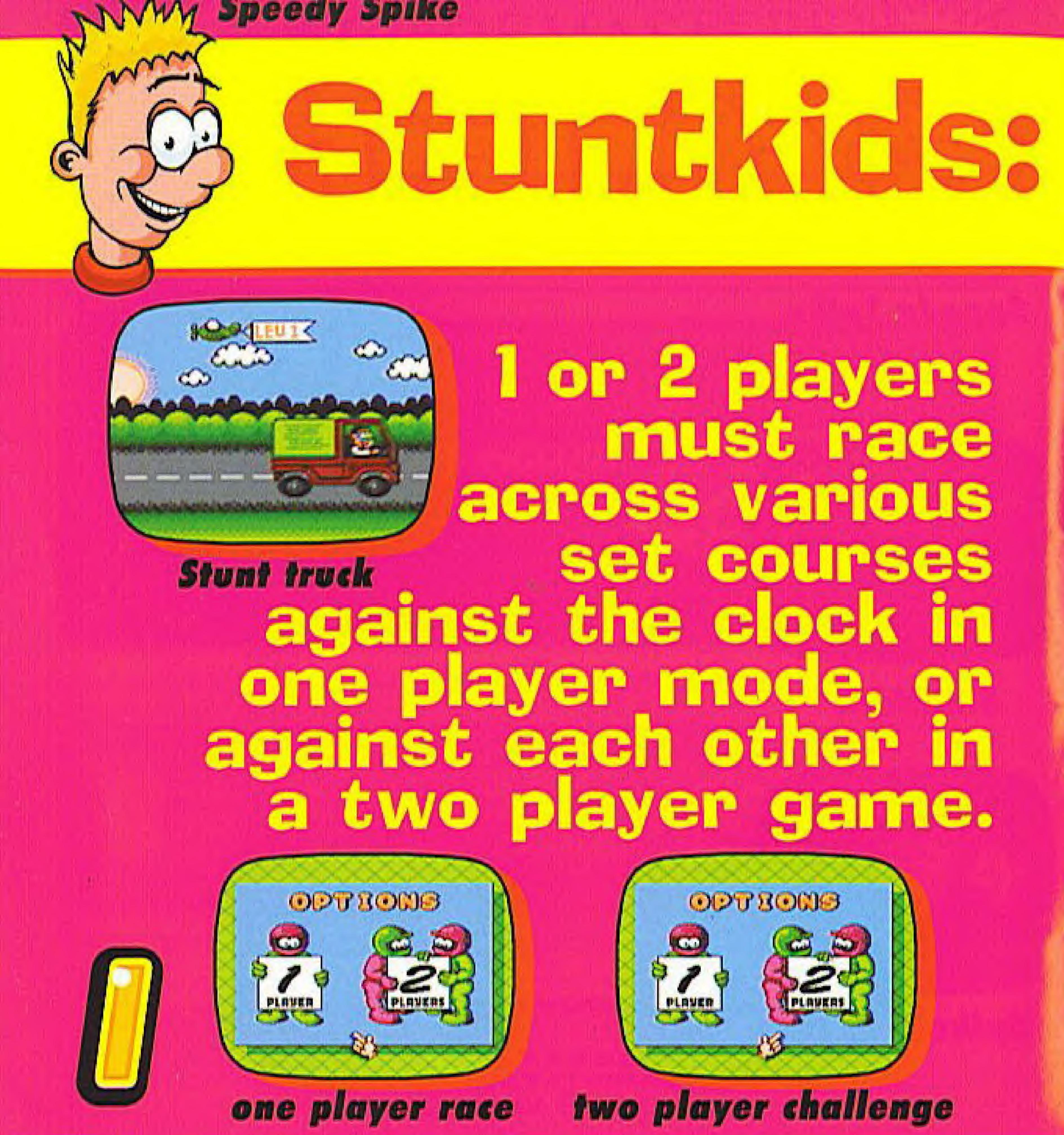


DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents. DO NOT store the game in places that are very hot or very cold. DO NOT hit it or drop it or attempt to take it apart. DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

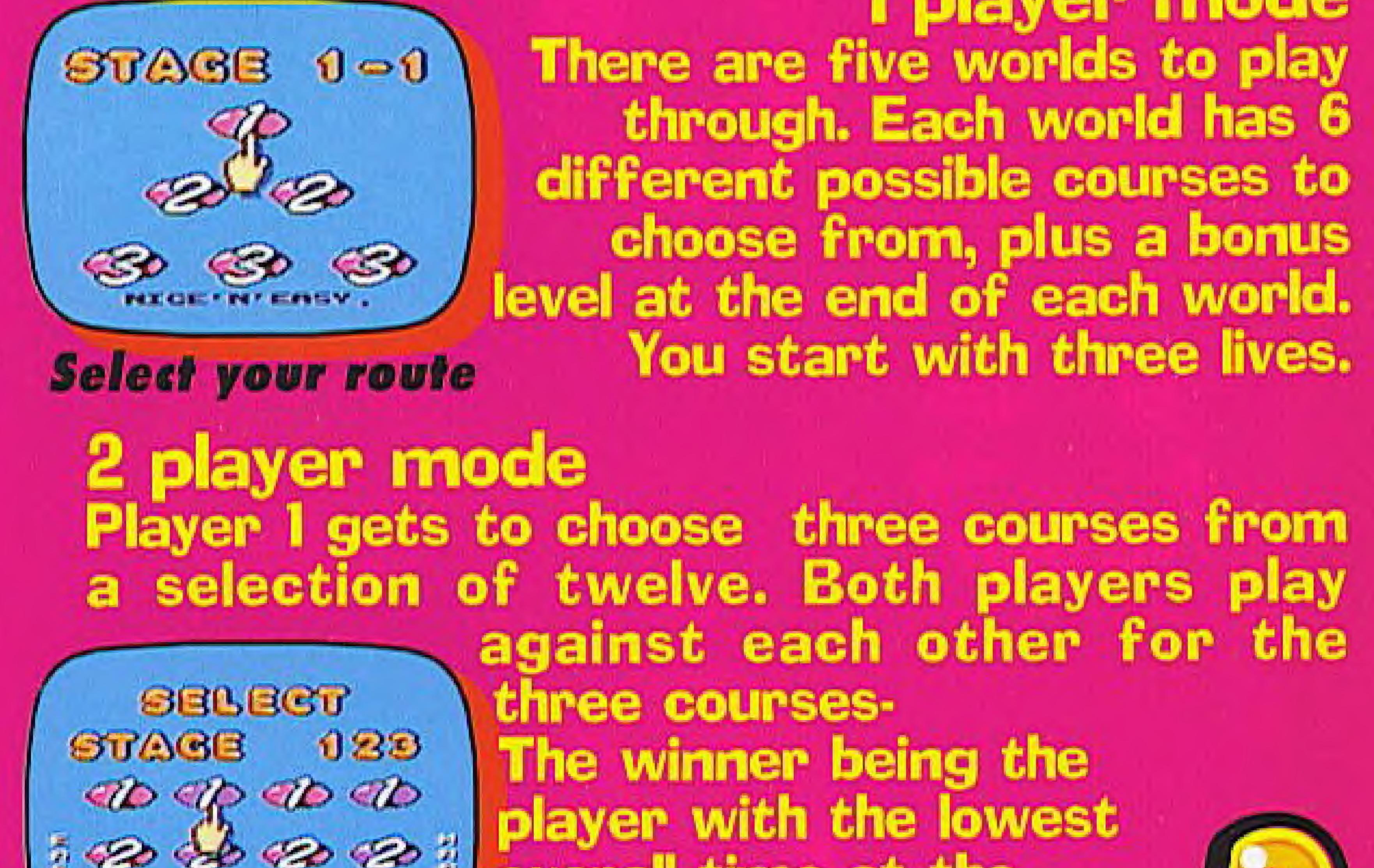
Please contact your TV manufacturer for more information.

GAME DOES NOT WORK OR PLAY? CUSTOMER HELPLINE TOLL FREE IN U.S.A. ONLY • 0-800-598-2096 IN CANADA ONLY • 1-800-565-2688 CAMERICA GAMES









Select your level

DIANEP MODE There are five worlds to play through. Each world has 6 different possible courses to choose from, plus a bonus level at the end of each world. You start with three lives.

a selection of twelve. Both players play against each other for the The winner being the player with the lowest end of the game.



Stuntkid number one: Flying by on his super all terrain bike

Mad Brad Anna







Watch out! This fellow will try to knock you off your bike. You can use

Mad Brad

And States

Here are the different level types and lists of the obstades you will have to encounter.

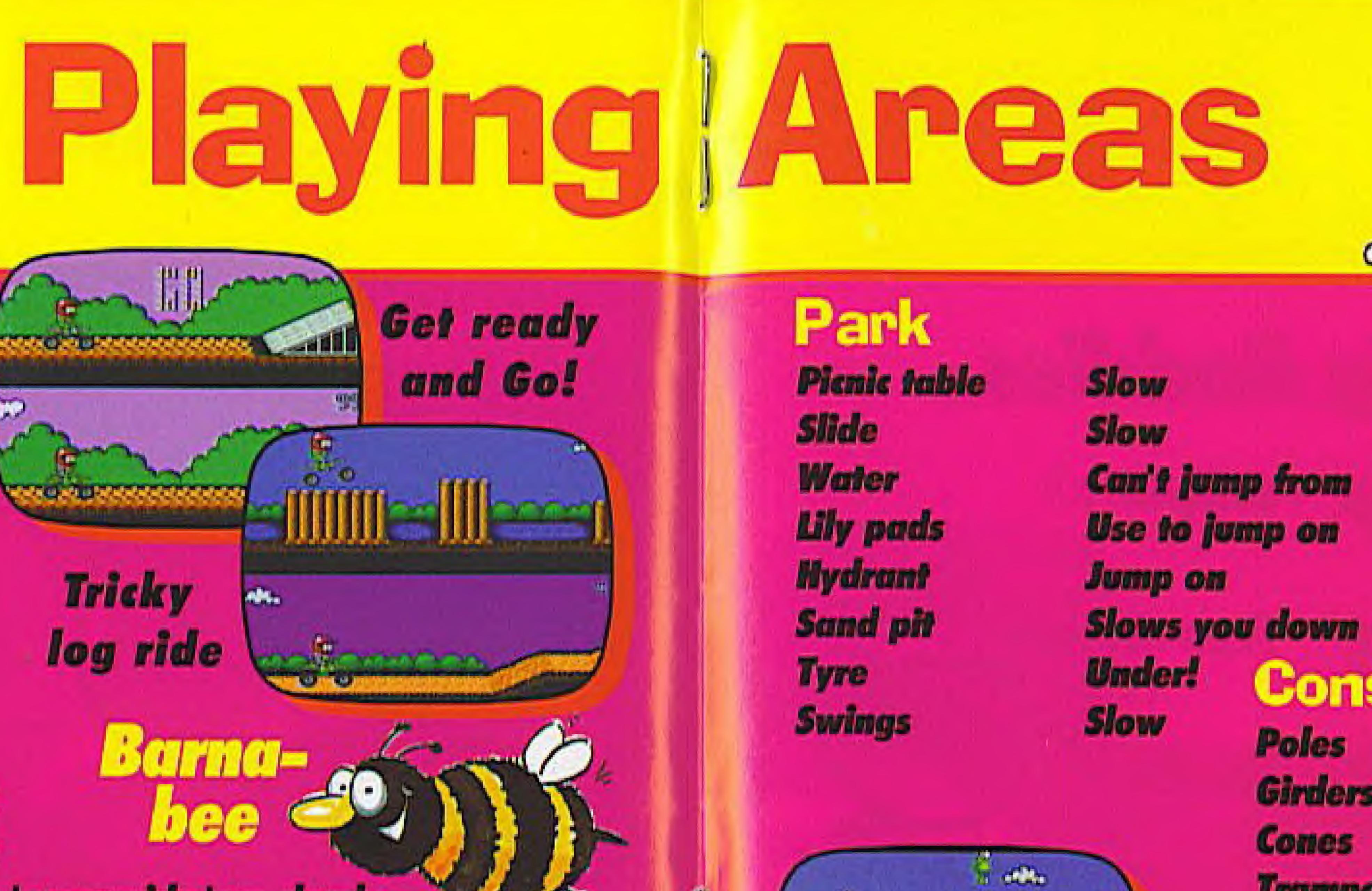


Sneedy Spike

log poles Rough ground Rocks Dips Ramps Brick walls Tree Stump Bamels Barrel Poles Fentes

Slow Slow Jump Any speed Very slow Very slow





Jump 'em or ride 'em slowly

Can be jumped for extra height

Jump 'em or ride 'em slowly

Slow + Do not jump on from a height

Ginders Trampoline Dumper Cement piles

1 6



Construction site

Very slow Any speed Death! Work 'em out yourself Slow Use as ramps

Watch out for that hook





Speedy Spike

Take your time to learn all the courses -Don't just go flat out, 'cos you wont get very far! Each obstacle has its own set of problems to tackle. E.G. You can't jump out of water, but you can jump off the lily pads.

Always try to land with the front wheel raised. * If you hear a special tune and the screen goes grey, you have found a hidden cheat! Yeah!!





Watch out! Menacing Mike will try his hardest to make you crash out.





CODEMASTERS"

Micro Machines THE VIDEO GAME.

This is your chance to experi-ence real life, high speed action scaled down to fantastic



adventure games in one cartridge. TREASURE ISLAND DIZZY^M LINUS SPACEHEAD[™]

lation games in one cartridge. BASEBALL PROS SOCCER SIMULATOR PRO TENNIS[™] BMX SIMULATOR"

and atmosphere of the original sport.





ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!





FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

0 This device may not cause harmful interference and 0 may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

This device must accept any interference received including interference that

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT. Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase. Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy.

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